



LIVE

PREMIERSHIP
EDITION

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52368

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 948KB minimum • Multitap (for PlayStation®2) Compatible: 1 to 4 players • Analog Control Compatible: Analog Sticks only • Vibration Function Compatible

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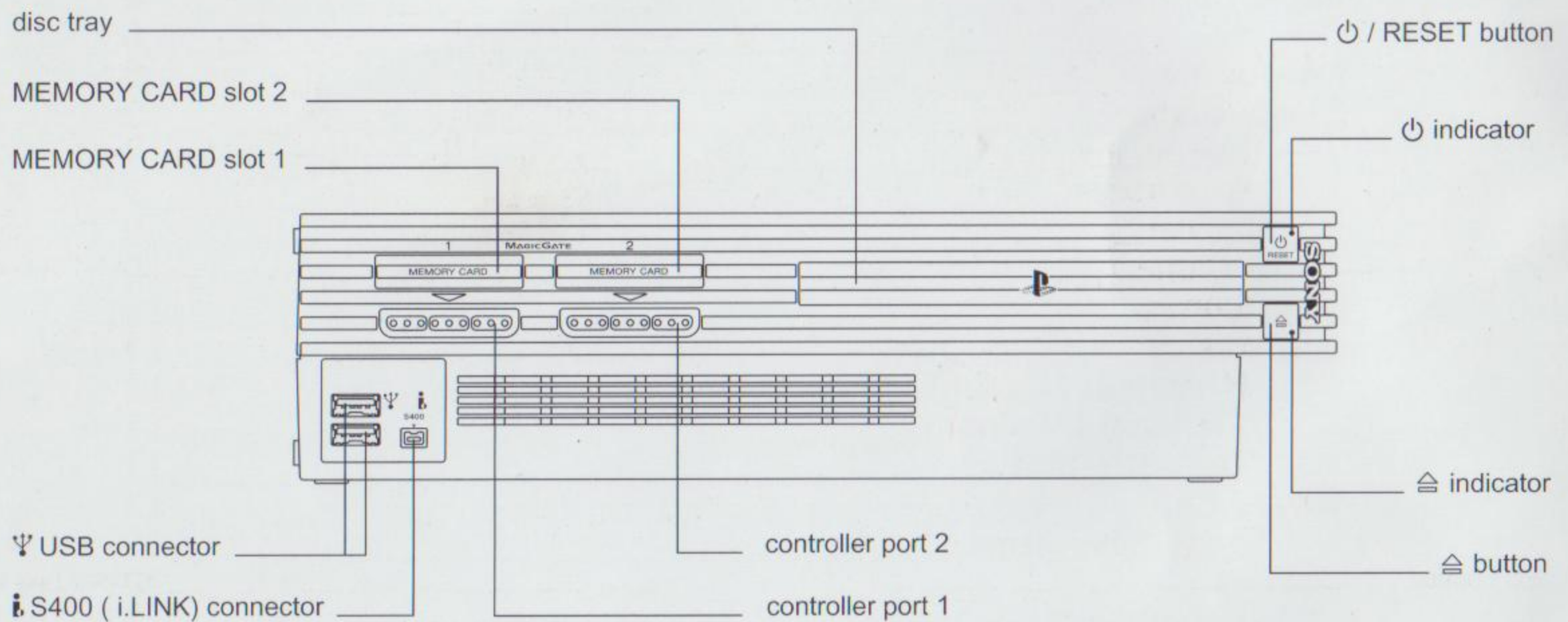
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Getting Started

PlayStation®2 [front panel]

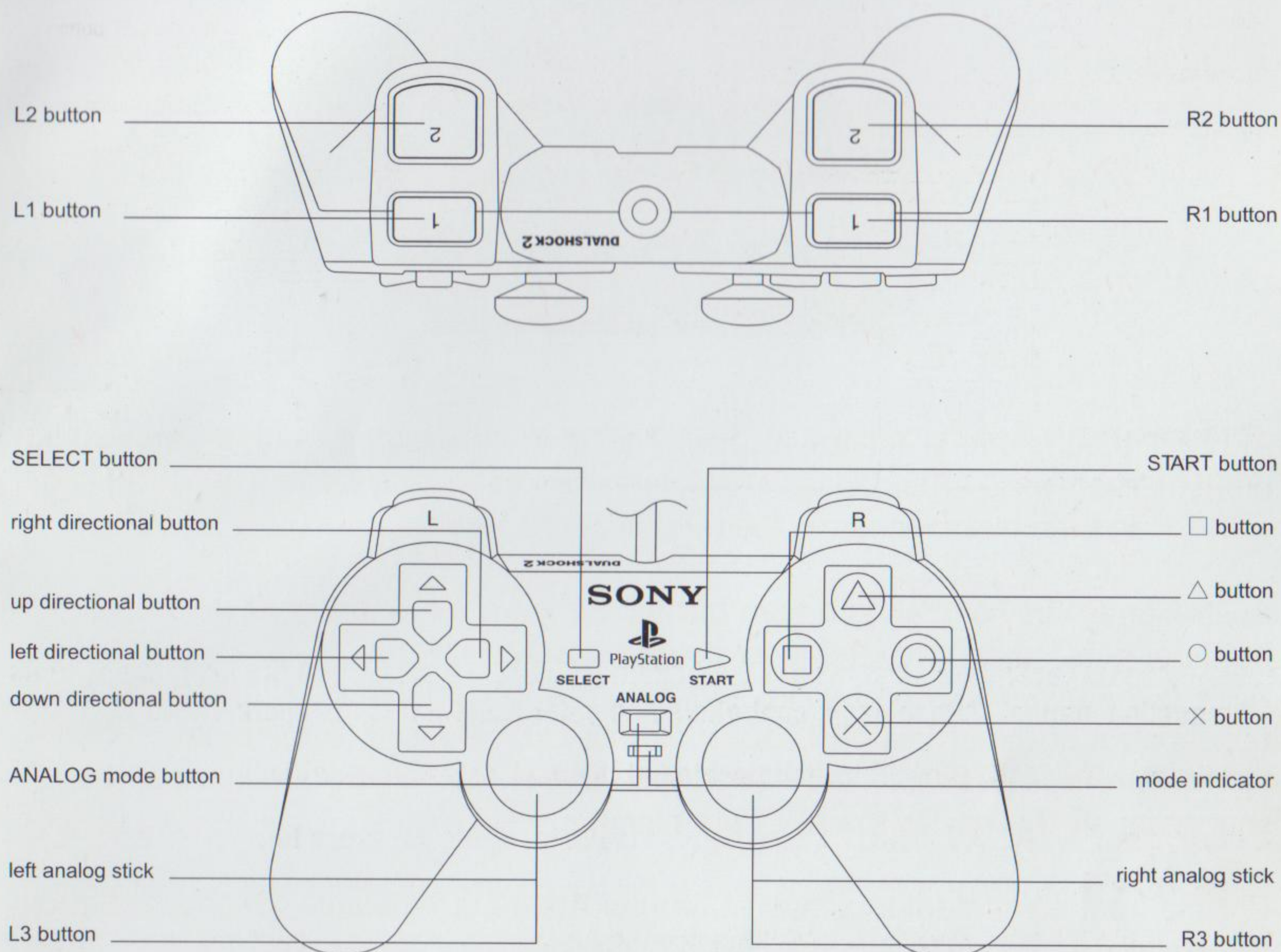


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the  / RESET button. When the  indicator lights up, press the  button. The disc tray opens.
4. Place the AFL® LIVE Premiership Edition disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

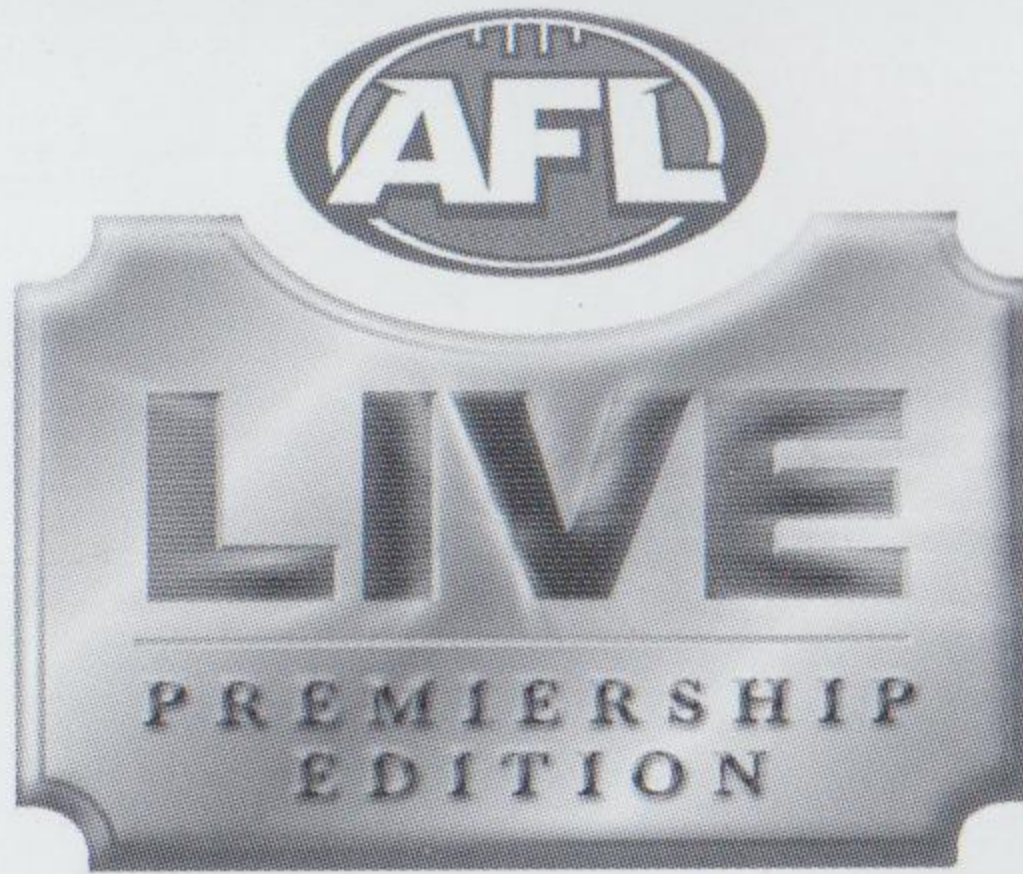
Note: AFL® Live Premiership Edition is for up to 4 players when connected to a Multitap (for PlayStation®2) (sold separately). In order to play with 4 players, you must connect a Multitap (for PlayStation®2) to Controller port 1. When using the multitap (for PlayStation®2), please insert controllers sequentially into Controller port 1-A, Controller port 1-B, Controller port 1-C and Controller port 1-D.

Analog Controller (DUALSHOCK®2) Configurations



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INTRODUCTION



AFL® Football is one of Australia's favourite sporting pastimes and is watched by millions each year. Attendances at single games can reach up to 100,000 people with TV and radio audiences in the millions each week.

Australian Rules Football is a hard hitting, action packed, energy consuming battle of guts, where only the most courageous and skillful of players can prevail. *AFL® Live Premiership Edition* is an accurate AFL® simulation, allowing you to take control of the official AFL® team of your choice. Using a combination of lightning reflexes, tactical knowledge and a bit of footy know-how you can take your team all the way to the AFL® premiership.

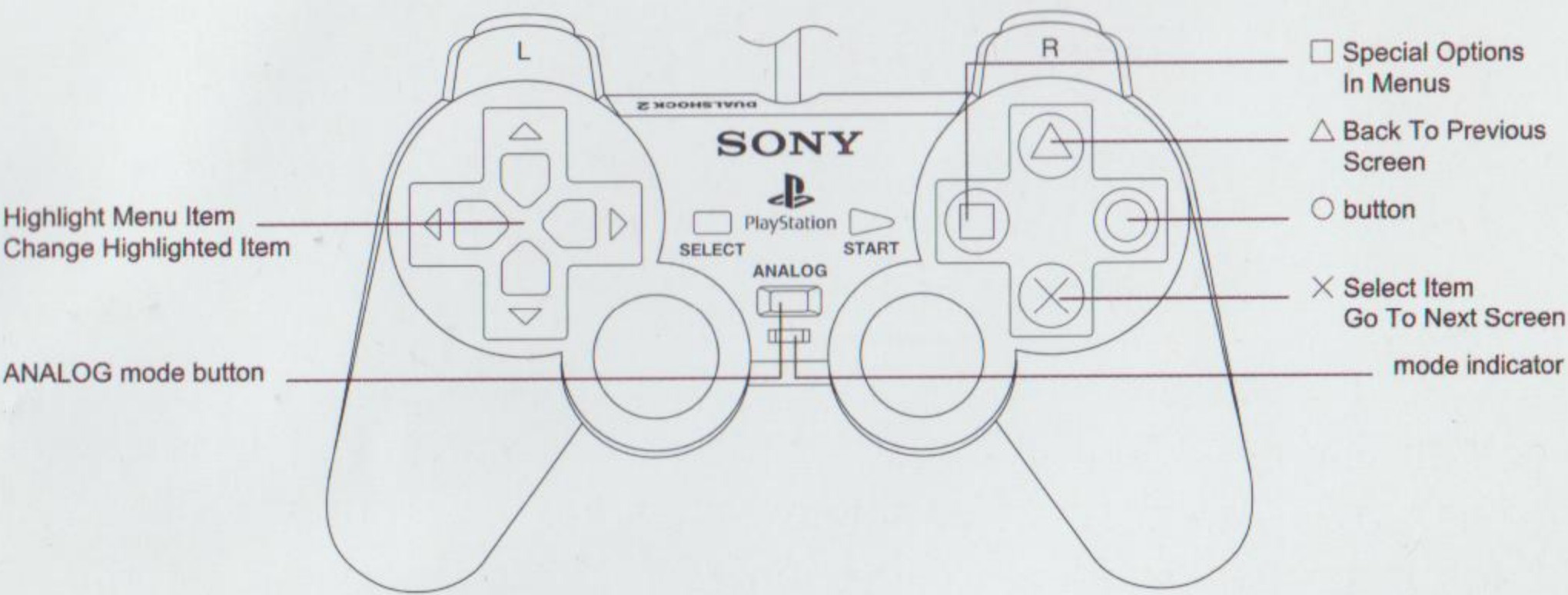
Choose from eight stadiums located around Australia: Adelaide, Brisbane, Carlton, Docklands, Geelong, Melbourne, Perth or Sydney.

NAVIGATION & BASIC CONTROLS

MENU CONTROLS

The menu systems in *AFL® Live Premiership Edition* are navigated by using the following controls.

Analog Controller (DUALSHOCK®2)



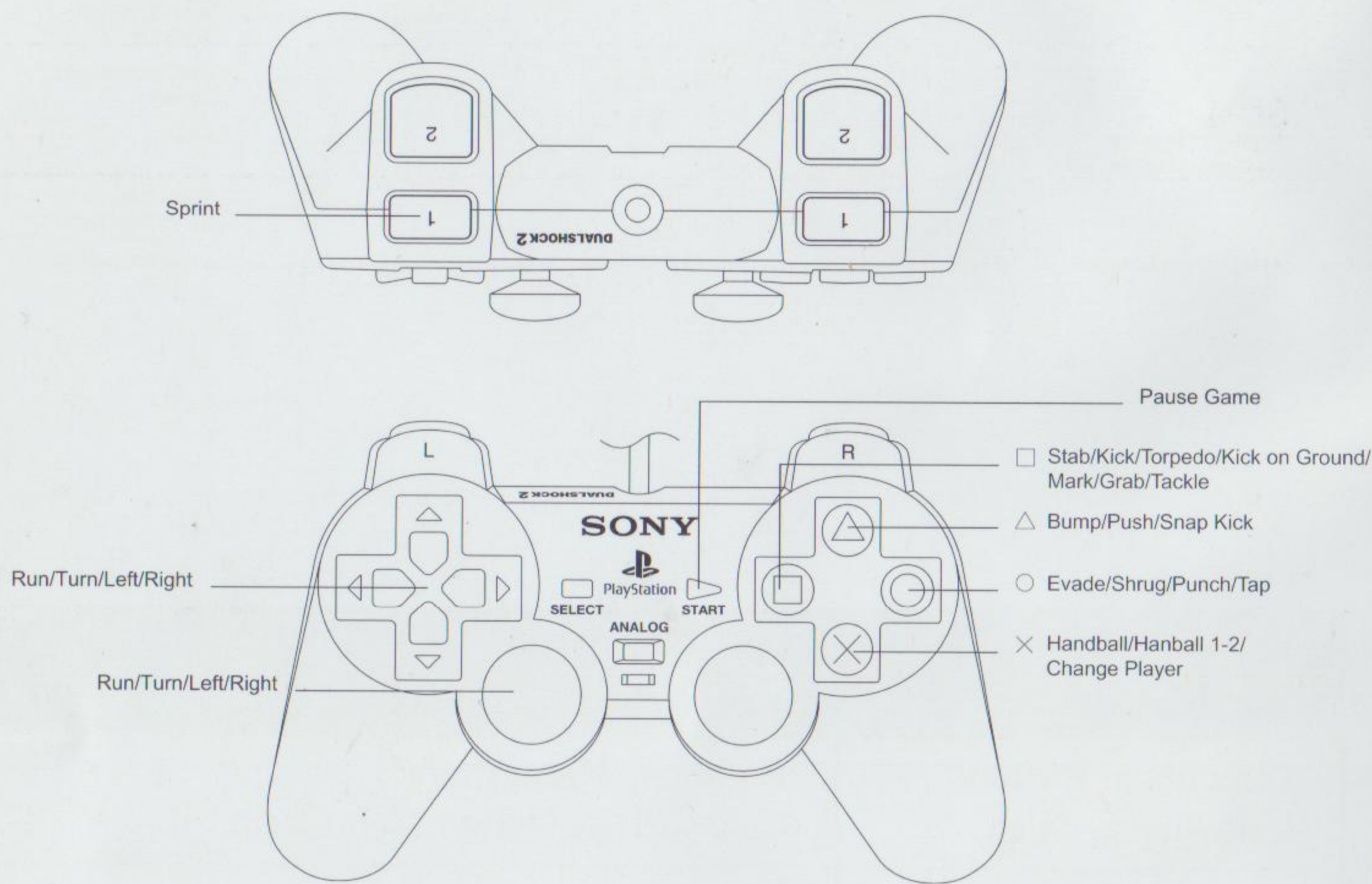
BUTTON	ACTION
Directional Button/ Left Analog Stick	Highlight Menu Item/ Change Highlighted Menu Item
X Button	Select Item/ Go To Next Screen
● Button	Go Back To Previous Screen
□ Button	Used For Special Selections In Menus
L1 Shoulder Button	Access sub menus
R1 Shoulder Button	Access sub menus

Unless stated otherwise this method of navigation applies to all of the menus within the game.

GAME CONTROLS

These are the controls for the basic actions that can be performed during a match. Note these are the default controller settings.

Analog Controller (DUALSHOCK®2)



BUTTON	ACTION
Directional Button / Left Analogue Stick	Run
X Button	Handball/Handball 1-2/Change Player
● Button	Evade/Shrug/Punch/Tap
◻ Button	Stab/kick/torpedo/kick off ground/mark/tackle
● Button	Bump/Push

BUTTON	ACTION
R1	Kick/Mark Modifier
L1 Button	Sprint
Start Button	Pause/In Game Menu

For a more complete list of controls see **PAGE 18**



MAIN MENU

From the main menu you can select the following options: New Game (choose from a number of different game types), Load Game, Options, Player Profile Training and Video Clips. Pressing the  Button on this screen will also launch a quick game with random teams and random venue.

NEW GAME

Single Game This will take you straight into the action with a quick game against a friend or a computer-controlled opponent. See Single Game outlined on **PAGE 9** for more information.

Full Season Experience the grueling challenge of a year in football. Start by playing in the knockout pre-season competition. After warming up with the Wizard Home Loans Cup players then play a 22 round home and away AFL[®] season. Players finishing in the top 8 will also continue on into the Finals. See Full Season outlined on **PAGE 9** for full details.

Finals Players that want to experience the excitement of being in the finals without going through a full season can choose Finals. See Finals outlined on **PAGE 10** for how this game mode functions.

Mini Games Take a break from the intensity of match play football and play with friends in a series of Mini Games. Using skills from the game, participate in Super Kick, Handball Challenge and Around the World. See Mini Games outlined on **PAGE 11** for how this game mode functions.

Missions Missions are a great way to experience match play in *AFL[®] Live Premiership Edition*. Based on classic historical matches the missions allow you to test yourself and your team in classic game scenarios as well as a range of matches from 2003. From comebacks to protecting marginal leads. Users can even create their own mission scenarios. See Missions outlined on **PAGE 11** for how this game mode functions.

Wizard Cup For those not up to a full season campaign why not try playing in the Wizard Home Loans Cup knock out competition. See Wizard Cup outlined on **PAGE 12** for how this game mode functions.

SINGLE GAME

To play a quick friendly match between any two teams in *AFL® Live Premiership Edition* select Single Game from the New Game Menu and follow the instructions listed below. Players can also elect to play with the 2003 All Australian Team in a Single Game match.

1. In the Team Select screen, press directional button **LEFT/RIGHT** to highlight either the home or away side and then press directional button **UP/DOWN** to select a different team. Team Info can be accessed from this menu by pressing the **■ button**.
2. From the Single Game Setup screen press **directional button** to highlight an option and press the **⊗ button** to select it. Select the Start Game button to continue. Selecting Create/View Profile from this menu enables you to create or view a Player Profile. See **PAGE 17** for more details on Player Profiles.

VENUE

Choose to play at one of the 8 grounds from around Australia at either day or night or in the wet or dry. Press directional button UP/DOWN to highlight an option and directional button LEFT/RIGHT to cycle through the venues.

GUERNSEYS

Choose the uniform your team wears during the match, choose from Premiership Season, Wizard Home Loans Cup or Heritage jumpers. Press directional button **UP/DOWN** to highlight an option and directional button **LEFT/RIGHT** to choose the appropriate jumper.

1. From the Assign Controls menu use the directional button **LEFT/RIGHT** to decide which team to play for (if no controller is selected the computer will play for you). When finished press the **⊗ button** to continue. Press the **_ button** to access the Controls Setup screen and change controller configurations. See **PAGE 18** for details TIP: Before leaving this menu check to make that you have the right player profile selected.

FULL SEASON

Take part in the full AFL® season and play through 22 grueling matches as well as the knockout pre-season competition. Your goal is to finish in the top eight and qualify for the Finals and ultimately win the Premiership Cup.

On completion of the Full Season Mode you are asked whether you want to play another season. Selecting “Yes” to this option will result in the generation of a new fixture for the start of another season. Up to 10 seasons may be played continuously in this mode.

1. After selecting Full Season from the Select Game Menu, press the directional button to select teams from the sixteen official AFL® teams and then press the **Ⓒ button** to activate or deactivate that team. Each activated team will play the full 22 rounds and/or pre-season. When you have finished selecting teams to control, press the **ⓧ button** to continue. Note: information on your team can be accessed from this menu by pressing the **Ⓖ button**.
2. Choose to play the Pre-Season Cup or go straight to the Premiership Season.
3. From the Season Menu you can view the ladder, review games in the fixture list, check to see how your players are going in the media awards, choose the starting line up or change game options. You can also save your game from this menu. Selecting Create/View Profile from this menu enables you to create or view a Player Profile. See **PAGE 17** for more detail on Player Profiles. Select the **ⓧ button** to continue.
4. From the Assign Controls menu use the directional button **LEFT/RIGHT** to choose your team (if no controller is selected the computer will play for you). Press the **Ⓖ button** to access Controls Setup screen and change controller configurations. When finished press the **ⓧ button** to continue.
TIP: Before leaving this menu check to make that you have the right player profile selected.
5. At the end of the game the player will be presented with the results from the other matches in the round, the media awards and the season ladder. There is also an opportunity to save the game before proceeding to the next round

FINALS GAME

To experience finals football straight away, choose a team and enter a random draw for the final 8 places to play for the Premiership flag.

1. After selecting Finals from the Start Game Menu press the **directional button LEFT/RIGHT** to scroll through the list of sixteen official teams and then press the **Ⓒ button** to select your team(s). After selecting your team press the **ⓧ button** to continue.
2. From the Finals Menu view media awards, fixture list, choose the starting line up and change game options. Select the **ⓧ button** to continue.

3. From Assign Controls use the **directional button LEFT/RIGHT** to select your team (if no controller is selected the computer will play for you). Press the **□ button** to access Controls Setup screen and change controller configurations. When finished press the **ⓧ button** to continue. **TIP:** Before leaving this menu check to make that you have the right player profile selected.
4. At the end of the game the player will be presented with the results from the other matches of the round. There is an opportunity to save the game before proceeding to the next finals match.

MINI GAMES

Super Kick

In Super Kick players have to kick the ball into a large grid containing various scores. Each player has ten kicks to score as many points as possible.

Handball Challenge

In Handball Challenge players have 25 seconds to score as many point as possible. To score points players must handpass the ball toward the moving target. A time bonus is awarded every time a player scores a bulls eye.

Around the World

In Around the World players have 3 minutes 30 seconds to kick 27 set shots at goal. The aim of this game is to achieve as many goals as possible from the 27 kicks.

MISSIONS

Historical Missions

These recreate a famous game for each AFL[®] team, a situation where the team had to dig deep to come back from a huge losing margin or hang on to a slim lead. Missions are presented on both easy and hard difficulty. Completing certain missions will also unlock video sequences.

Fictional Missions

Fictional missions allow the player to pick any two teams and a predetermined match scenario; struggling for percentage to make the final eight or fighting for the win in the dying moments.

User Missions

The User Missions can be played between any two teams. Starting conditions such as, score, venue, time remaining, wind and weather can all be set to make literally thousands of different match scenarios.

WIZARD CUP

1. After selecting Wizard Cup from the Select Game Menu press the directional button **LEFT/RIGHT** to scroll through the list of sixteen official teams and use the **Ⓐ button** to select your team(s). After selecting your team press the **ⓧ button** to continue.
2. From the Pre-Season Menu you can view fixture lists, choose the starting line up and change game options. Select the **ⓧ button** to continue.
3. From the Assign Controls menu use the directional button **LEFT/RIGHT** to select your team - if no controller is selected the computer will play for you. Press the **Ⓐ button** to access Controls Setup screen and change controller configurations. When finished press the **ⓧ button** to continue. TIP: Before leaving this menu check to make that you have the right player profile selected.

LOAD SAVE GAME

Select the Load Game option from the main menu. To load a pre-saved game from your memory card (8MB)(for PlayStation®2), press directional button UP/DOWN to highlight a save file and then press the **ⓧ button** to continue.

At the end of a season game or finals game an option to Save the Game will be presented to the user. You will need to have a memory card (8MB) (for PlayStation®2) inserted in MEMORYCARD slot 1 to save the game. Choose to either save a game in a free position or overwrite an existing older game.

OPTIONS

Sound

Select your preferred volume levels for master volume, music, sound effects and in game commentary. Press **directional button UP/DOWN** to highlight an option and **directional button LEFT/RIGHT** to increase and decrease the value.

Camera

Select camera modes, camera zoom level and replay modes.

Display

Select HUD screen displays, game clock, mini score, full score, team stats, player stats, interchange, wind meter and radar.

Play Setup

Select game play options, difficulty level, auto-switch player, wind, quarter length, umpire strictness, injuries and directional assist.

TIP: When toggled “on” the Directional Assist option will automatically aim your player’s kicks towards the center of the goal. In the Side Camera Mode it is recommend that you select the Directional Assist option to make it easier to kick goals during free play.

TRAINING

Anyone wanting to hone their skills prior to match play can participate in a number of training exercises including: movement, handball, kicking, tackling, bumping and marking. Each section has a brief description on the tasks to complete.

VIDEO CLIPS

AFL® Live Premiership Edition contains over 70 awesome video clips of AFL® football action, along with a number of extra video features; everything from the top 10 goals, marks and crunches of the 2003 season to humorous scenes from the coach's box. However there's a catch. Most videos are locked and only unlock after you complete a specific task. For example, finish the pre-season, complete a specific team mission or kick a goal from beyond 50, in order to unlock the video.



TEAM SETUP

SQUAD SELECTION

This screen displays the starting line up, interchange bench and reserve squad for your team.

To view a player's abilities press the directional button in any direction and move around the positions on the ground. The player statistics on the left side of the screen will change to display information about the currently highlighted player. The opposition player's statistics are also displayed so you can make comparisons between speed, height, skill etc.

To swap 2 players' positions on the ground press the **⦿ button** to select the first player, press the directional button to navigate to the second player. Press the **⊗ button** to confirm and make the change. Press the **⬆ button** to reject a change. To accept all changes press the **⊗ button** or press the **⬆ button** to revert all team changes.

C	Centre	LW	Left Wing
CHB	Centre Half Back	RBP	Right Back Pocket
CHF	Centre Half Forward	RFP	Right Forward Pocket
FB	Full Back	RHB	Right Half Back Flank
FF	Full Forward	RHF	Right Half Forward Flank
LBP	Left Back Pocket	RU	Ruck
LFP	Left Forward Pocket	RR	Ruck Rover
LHB	Left Half Back Flank	RV	Rover
LHF	Left Half Forward Flank	RW	Right Wing

POS **Position**
STR **Strength**
TCK **Tackling**
MRK **Marking**
HBL **Handball**

KCK **Kicking**
SPD **Speed**
STA **Stamina**
FIT **Fitness**
HGT **Height**

To assign individual tactics to each player on your team from this menu press the **⦿ button**. This will take you to the Individual Player Tactic Menu. Press **directional button UP/DOWN** to toggle between the various tactical options. Press **directional button LEFT/RIGHT** to alter individual tactical options. Press the **⬆ button** to reject a change. After making your selections press the **⊗ button** to return to the Squad Selection Menu.

MATCH UP

For a more detailed view of a player's statistics and those of their direct opponent, press the **X button** to view the Match Up screen. A complete list of all player statistics is available, including the player's age, height, weight and skills. Use the **R1 button** and **L1 button** to scroll through the player match ups. Use the **directional button UP/DOWN** to scroll through players on your team. Press the **○ button** to swap the selected player.

Player statistics can be sorted by attribute to give an indication of the skill level of the player within the side, press the **□ button** to sort. Press the **□ button** again to re-sort the player list by name. The skills can be compared to those of the direct opponent and a decision made about the suitability of the match up. Press the **X button** to return to the Team Set Up Menu.

STATISTICS

Statistics includes all players in the team and their skill levels. Press the **directional button LEFT/RIGHT** to scroll through the player attributes and the **□ button** to sort players' skills. Press the **□ button** again to re-sort the player list by name. To bring up more detailed information on each player's career statistics that you gain through gameplay, press the **X button** for Player Career.

TEAM TACTICS

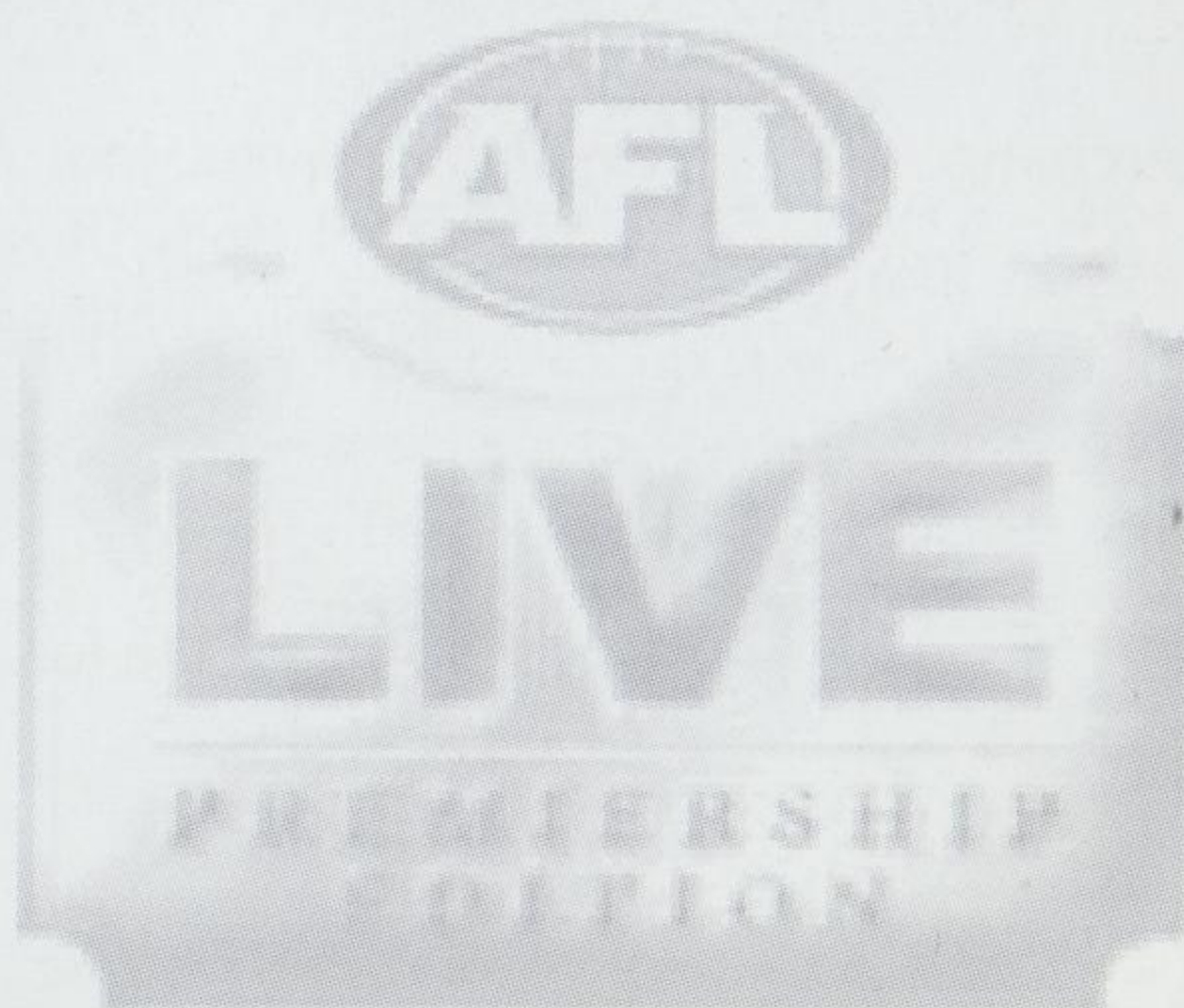
Team Tactics allow you to allocate overall tactics to your team. Press the **directional button UP/DOWN** to toggle between the various tactical options. Press **directional button LEFT/RIGHT** to alter each tactical option. After making your selections press the **△ button** to return to the previous menu.

TEAM RECORDS

Team records details various statistics about your team, including win/loss records, Brownlow medalists, goals records and finals success.

INJURY REPORT

The Injury Report details the current injuries to the players in your team and your current opponent.



GAME DISPLAY



During game a number of Heads Up Displays (HUDS) are shown on screen. The HUDS can be turned on and off in various option menus.

Miniscore	Displays the scores of the 2 opposing teams during the match, along with statistics for each team on handballs, kicks, marks and tackles.
Fullscore	Displays the full scores, goals and behinds for both teams.
Player Stats	Displays individual player statistics, such as the number of possessions or goals in a game.
Wind Indicator	Displays the current direction and strength of the wind. TIP: Keep a close eye on the wind meter as strong winds will have a big effect on the ball.
Stamina Bar	Displays the amount of time the player can sprint for. Holding down the sprint button will make the stamina bar display decrease, when the bar disappears the player can no longer sprint.
Kick Power	Displays the power of the intended kick as the player holds down the kick button. The longer the button is held for the more the bar length increases and so too the power of the kick.
Interchange	Displays players that are taken off the ground and replaced with players from the interchange bench. Both computer and player controlled changes will be displayed.
Radar	Displays all players on the field as well as the location of the ball. The radar can be handy to locate a player on their own or to get a feel for the location of players not visible on the screen.

USER PROFILES

AFL® Live Premiership Edition enables players to track their entire game play experience. You can create a player profile in the following game modes: Single Player, Full Season, Finals and Wizard Home Loans Cup.

From the Single Player, Full Season, Finals or Pre Season menu press the  button to enter the User Profile menu. Select an empty slot and press the  button to create a profile. Enter your details via the graphical “keyboard”. When you have entered your details press the “Done” key to save your profile. You can delete an existing Player Profile by selecting the profile you wish to delete and pressing the  button.

The Assign Controls menu gives you the option of choosing a Player Profile before you play a game. To select a Player Profile press directional button up/down to cycle through existing Player Profiles. When finished press the  button to continue.

TIP: Before leaving this menu check to make that you have the right player profile selected.

Player profiles track information about specific players (such as longest goal) and general information on your selected team’s performance. Your Player Profile only records the statistics of players YOU actually control. If you elect to have the computer play for you in a game no information will be added to your user profile.



ADVANCED GAME CONTROLS

In *AFL® Live Premiership Edition* certain controls will perform different actions during a match depending on the phase of play. For example when in possession of the ball you will have a different list of actions compared to those without the ball.

CONTROL SET A – DEFAULT With Ball

CONTROL	ACTION
Tap  button	Stab Pass
Tap  button + Hold R1 button	Safety Kick
Hold  button	Drop Punt (distance varies based on length of time held)
Hold  button + Hold R1 button	Torpedo (distance varies based on length of time held)
ShortHold  button	Chip Kick
Tap/Hold  button	Snap Kick (distance and accuracy varies based on length of time held)
Tap  button	Handball
Tap  button then Hold  button	Handball 1-2 (release to get ball back from AI player)
Tap  button	Evade
Hold  button (while being tackled)	Shrug

Without Ball

CONTROL	ACTION
Tap  button	Tackle
Hold  button	Kick off the ground
Tap  button	Bump
Tap  button	Switch Player
Hold L1 button	Turbo

Ruck

CONTROL	ACTION
Tap  button	Tap
Tap  button	Switch Player

Mark

CONTROL	ACTION
Tap  button	Mark
Tap  button + Hold R1 button	Speccie
Tap  button	Punch

CONTROL SET B
With Ball

CONTROL	ACTION
Tap  button	Stab Pass
Tap  button + Hold R1 button	Safety Kick
Hold  button	Drop Punt (distance varies based on length of time held)
Hold  button + Hold R1 button	Torpedo (distance varies based on length of time held)
Short Hold  button	Chip Kick
Tap/Hold  button	Snap Kick (distance and accuracy varies based on length of time held)
Tap  button	Handball
Tap  button then Hold  button	Handball 1-2 (release to get ball back from AI player)
Tap  button	Evade
Hold  button (while being tackled)	Shrug

Without Ball

CONTROL	ACTION
Tap  button	Tackle
Hold  button	Kick off the ground
Tap  button	Bump
Tap  button	Switch Player
Hold L1 button	Turbo

Ruck

CONTROL	ACTION
Tap  button	Tap
Tap  button	Switch Player

Mark

CONTROL	ACTION
Tap  button	Mark
Tap  button + Hold R1 button	Speccie
Tap  button	Punch

CONTROL SET C
With Ball

CONTROL	ACTION
Tap  button	Stab Pass
Tap  button then Hold R1 button	Safety Kick
Hold  button	Drop Punt (distance varies based on length of time held)
Hold  button + Hold R1 button	Torpedo (distance varies based on length of time held)
Short Hold  button	Chip Kick
Tap/Hold  button	Snap Kick (distance and accuracy varies based on length of time held)
Tap  button	Handball
Tap  button then Hold  button	Handball 1-2 (release to get ball back from AI player)
Tap  button	Evade
Hold  button	Shrug (while being tackled)

Without Ball

CONTROL	ACTION
Tap  button	Tackle
Hold  button	Kick off the ground
Tap  button	Bump
Tap  button	Switch Player
Hold L1 button	Turbo

Ruck

CONTROL	ACTION
Tap  button	Tap
Tap  button	Switch Player

Mark

CONTROL	ACTION
Tap  button	Mark
Tap  button + Hold R1 button	Speccie
Tap  button	Punch

CONTROL SET D
With Ball

CONTROL	ACTION
Tap  button	Stab Pass
Tap  button + Hold R1 button	Safety Kick
Hold  button	Drop Punt (distance varies based on length of time held)
Hold  button + Hold R1 button	Torpedo (distance varies based on length of time held)
Short Hold  button	Chip Kick
Tap/Hold  button	Snap Kick (distance and accuracy varies based on length of time held)
Tap  button	Handball
Tap  button then Hold  button	Handball 1-2 (release to get ball back from AI player)
Tap  button	Evade
Hold  button (while being tackled)	Shrug

Without Ball

CONTROL	ACTION
Tap  button	Tackle
Hold  button	Kick off the ground
Tap  button	Bump
Tap  button	Switch Player
Hold L1 button	Turbo

Ruck

CONTROL	ACTION
Tap  button	Tap
Tap  button	Switch Player

Mark

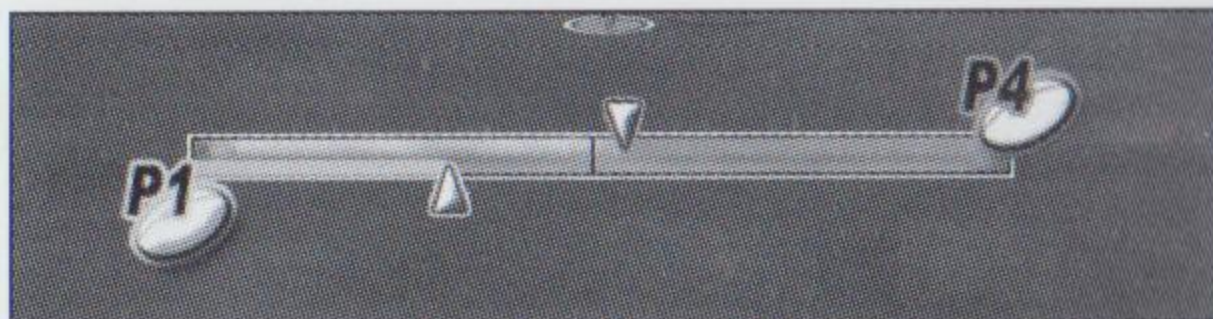
CONTROL	ACTION
Tap  button	Mark
Tap  button + Hold R1 button	Speccie
Tap  button	Punch

PLAYING THE GAME

THE ACTIONS

The following instructions will give an insight into the control mechanism used in playing the game.

Centre Bounce Boundary Throw In or Ballup



The two ruckmen will line up ready for the umpire to bounce the ball or throw it in. As the umpire bounces the ball, a Ruck HUD will appear. The player who manages to press the Tap button closest to the center of the HUD will win the ruck. In the event that both players press the Tap button at the same time, the winner of the contest is determined by the ruckman's abilities.

If you select the ruckman and provide no input for the contest, you will not compete in the contest. Note: that if you have selected the ruckman when the Ruck HUD first appears, you will be in control of the ruckman (and will not be able unselect him until the ruck contested has been completed), otherwise the game AI will contest the ruck for you based on the ruckman's abilities.

If you win the ruck contest you may direct the ball to your players by holding down the directional button in the direction you want to tap the ball. Note: If you want to tap the ball in a particular direction make sure that you apply the direction just prior to the ruckman's hand touching the ball in the ruck contest. (If no direction is applied, the ruckman will punch the ball forward).

TIP: If you want the game AI to contest the ruck for you, make sure that you unselect the ruckman prior to the Ruck HUD appearing.

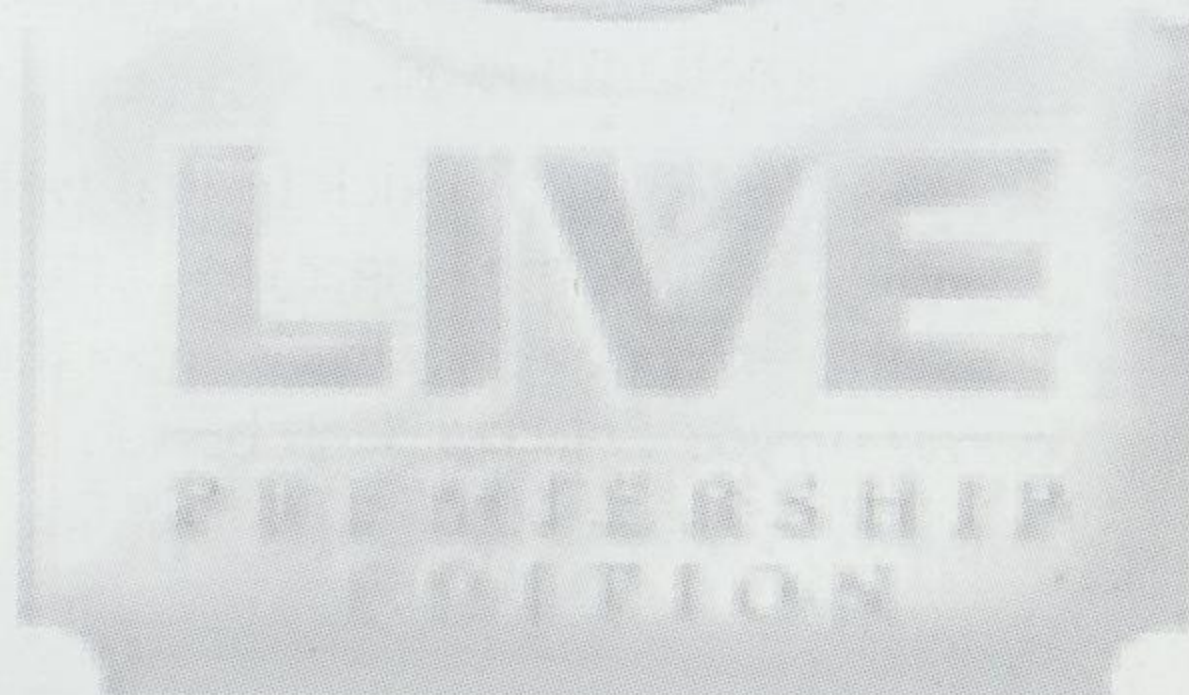
Tackle

When an opposition player has the ball, running up to within a metre and pressing the tackle button will instigate a tackle. Players can tackle from any direction as long as they are facing the player with the ball. If the player with the ball has started a kick or handpass they can be tackled up until the time they release the action button.

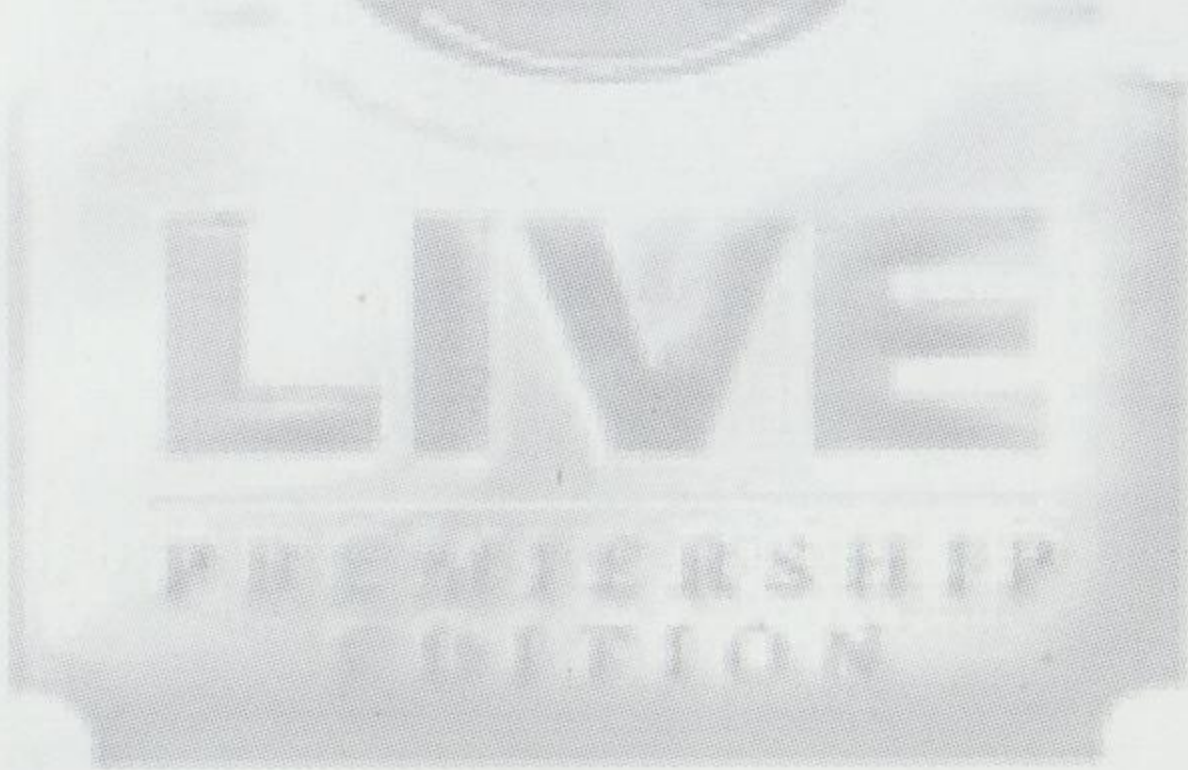
Kick

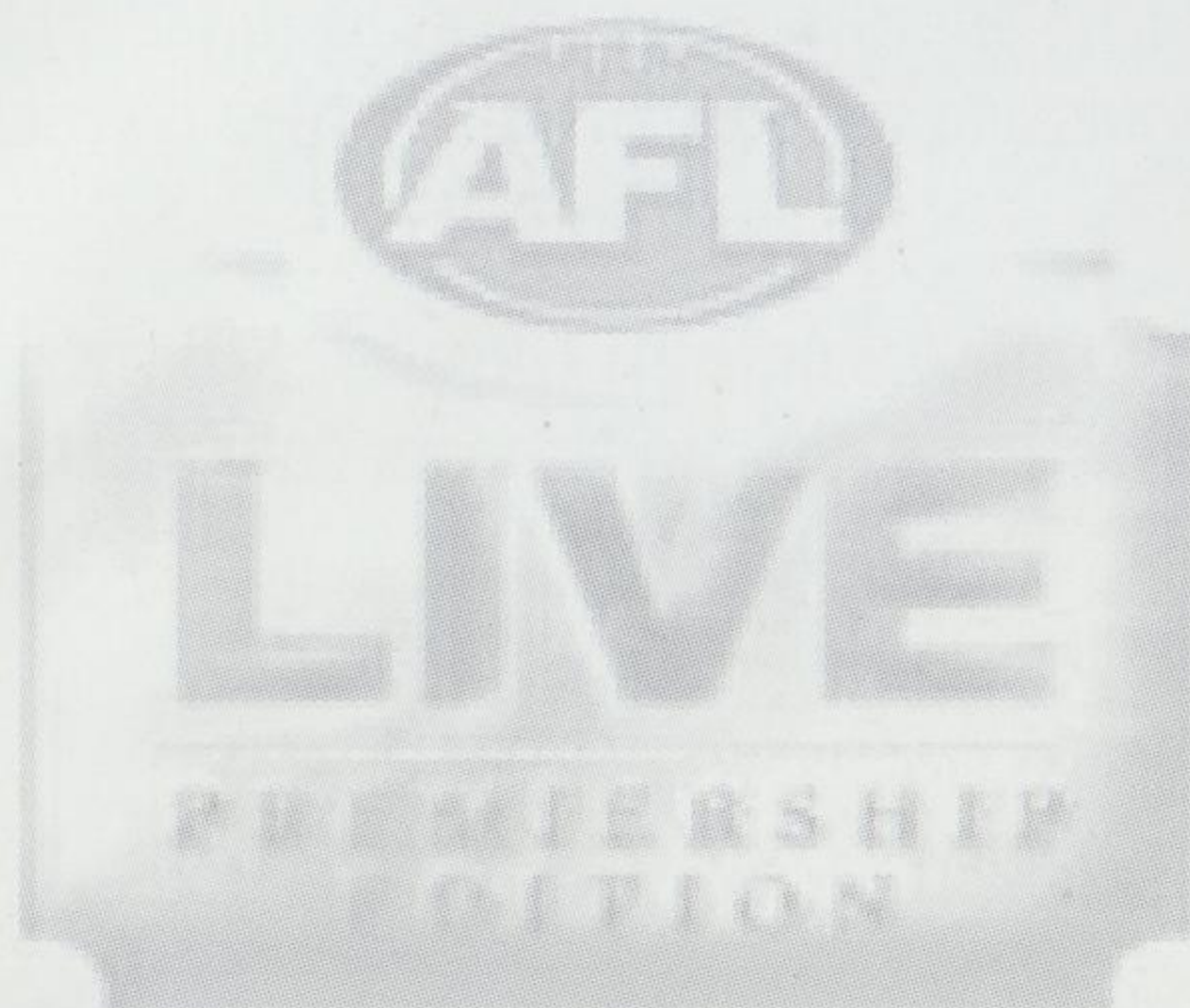
Holding the kick button will start a kick in the direction the player is facing, the longer the button is held the further the ball will travel. The kick power bar will show the distance the intended kick will travel. If you hold the kick button too long (ie into the red zone) there is less chance of the kick traveling the full distance.

- Stab Kick** A quick press of the kick button will make the player kick a short, low, fast stab pass traveling 15-25 metres.
- Soccer Kick** Holding the kick button down as you approach the ball on ground will result in the player soccering the ball along the ground. This kick is very useful to sneak a goal in the goal square.
- Torpedo Kick** Holding the R1 button and the kick button for a long time will cause the player to kick a torpedo.
- Chip Kick** A moderate press of the kick button will make the player kick a short elevated pass traveling 15-25 metres.
- Snap Kick** Pressing the snap kick button will snap the ball toward the goals. Holding the snap kick button down longer will increase the accuracy and distance of the snap kick.
- Kick on ground/Safety Kick** Pressing the Kick on ground button will make the player kick the ball along the ground for a distance of 15-25 metres.
- Handball** Holding the handball button will start a handball in the direction the player is facing. The longer the button is held the further the ball will travel.
- Handball 1-2** If the handball button is released and then immediately re-held the ball will travel to a teammate and then when the button is finally released the player with the ball will attempt to give the ball back – accomplishing a 1-2.
- Kick For Goal** When taking a shot at goal, whether on the run or from a set shot, the accuracy of the kick depends on the orientation of the player in relation to the goal and wind (strength and direction).



Kick Out	After a behind is scored the opposing team will bring the ball back into play. The fullback can look for options as his teammates lead to position waiting to receive the kick. Pressing the play on button will allow the player to kick to themselves and play on.
Mark	The player must provide input to mark the ball at contested marks. The player must firstly run to a position where the ball will land. Pressing the mark button as the ball approaches will make the player jump to take the mark.
Speccies	To take a speccie the player must press the mark button and the mark modifier button simultaneously. To take a successful speccie your timing must be just right.
Punch	To punch the ball at any marking contest press the Punch button.
Bump	To bump another player off the ball or to bump an opponent away to help a team mate, press the bump button as you approach an opponent. Remember if you bump a player more then 5 metres away from the ball a free kick can be given.
Evade	Pressing the evade button will make the player with the ball side step to the left or right. This is often enough to help get away from a chasing player and gives the player a chance to get rid of the ball.
Breaking Tackles	The player with the ball can break a tackle if they press the evade button just as the tackle begins. If the timing is correct the player will successfully break the tackle and be free to play on.
Sprint	Holding the sprint button will make the player sprint for a certain amount of time. The time a player sprints for is displayed on the stamina bar. When the stamina bar drops to zero the player can no longer sprint. When holding the sprint button the player will not bounce the ball and may be penalised for "running to far".
Play On	After a mark is taken or a free kick is awarded the player will be required to take a set kick. To break out of this the player can press the play on button to break out of the set kick mode. As a general rule umpires will call play on after 15 seconds if the player has failed to dispose of the ball at a set kick or free kick.
Free Kicks	These are awarded in the following situations: Pushing a player in the back, tackling a player too late, bumping a player when not close to the ball, kicking the ball out of bounds on the full, dropping the ball, running too far and running across the mark.





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